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SACHEN®

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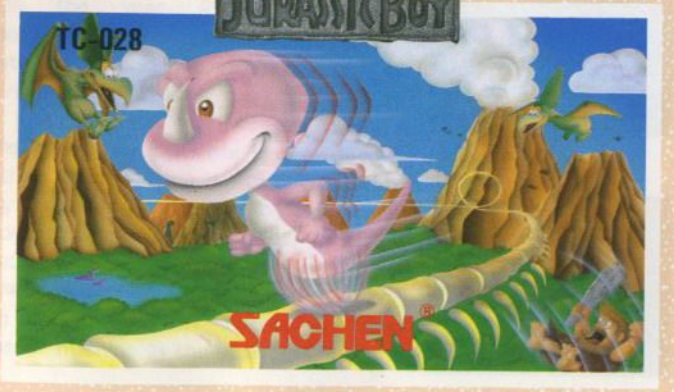
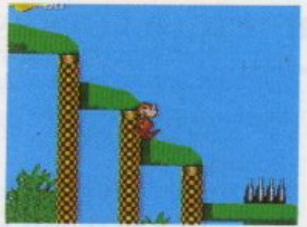
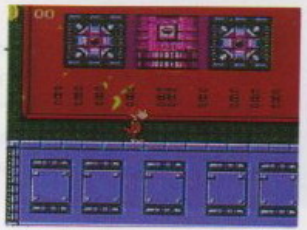
TC-028



I. INTRODUCTION



In the year 2193, "Dinosaur" becomes a popular subject again. Scientists all work for making dinosaur revive. Nevertheless, they still lack of a special gene. This causes the dinosaurs they cultivate are all incomplete. Many countries then intend to buy dinosaurian fossil at high prices in order to get the gene. But it seems that it's not so easy.



No one can do anything to this problem until Dr. Crachi invents a "Time Space" machine in the year 2197.

II. CHARACTERS

* CRACHI -

HT : 5-07 WT : 222lbs Age : 58

Education:

Oxford University, Doctor of Machinery

Harvard University, Doctor of Time-Space Study

Experience:

2180, advanced a new theory about time-back but was criticized.

2184, due to his excessive studying, he was mental diseased and was under treatment in hospital.

2188, missing after he was out of the hospital. They say he had ever appeared in Danba.

2198, completed the machine that can make time go back.

* CHEN -

In the dinosaur family, Chen is the most intelligent one. Now his parents and brothers all fall into Crachi's clutches. So the urgent matter for Chen to do is to save his family from the bad guy's clutches.

III. THE GAME

Chen is galloping on the grasslands in order to search for the bad Crachi. However, Crachi lays a lot of traps on the grasslands. Can Chen find Crachi successfully and save his family?

IV. GAME CONTROL

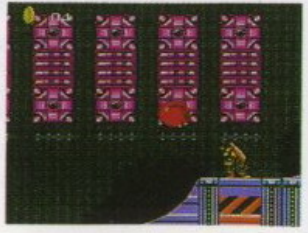
A BUTTON : Jump

(1) Slight Jump : Press A BUTTON slightly to do a slight jump.

(2) Heavy Jump : Press down on A BUTTON to do a heavy jump.

(3) Vertical Jump : When you run into an enemy, you may jump vertically to destroy it.

(4) Rolling Jump : When there is a spring for auxiliary, you are able to jump higher and farer.



← 、 → : Move Chen left or right.

(1) Speed up : Hold down on "Left" or "Right" to quicken Chen's advance.

(2) Stop : When you go forward, if there is an obstacle in front of you, press the button of the opposite direction to stop.

(3) Try every possible combination using the Control Pad with the A Button to do advanced techniques.

↓ : (1) Squat down. Also when you are on the slope, you may press " ↓ " to change into a ball and run faster.

(2) Press " ↓ " first and then press B BUTTON, the character will soon accellerate. Release B BUTTON, the character will rush out as a ball.

B BUTTON : Not used. Only when Chen squats down, you may press B BUTTON to speed up.

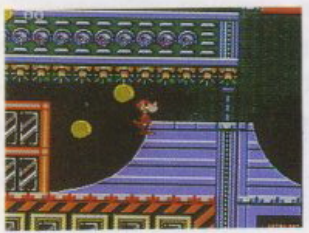
(1) Press " ↓ " first and then press B BUTTON, the character will accelerate soon. Release " ↓ " at this time, the character will rush out as a ball. On the way, you are able to destroy the enemies and get all the special objects.

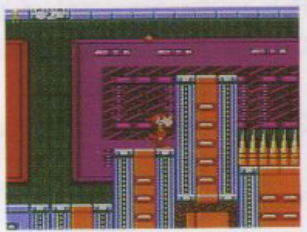
(2) If you gain the "Shoe" and also accelerate, you will advance with an unimaginable speed. But you should be very careful or you might be hurt.

(3) When there is an obstacle that you are unable to pass, you may use the way of acceleration.

V. SPECIAL OBJECTS

* 1 Up : Gets you an extra player.
* Fruit : Power up.
* Shoe : Speed up.
* Coin : Receives an extra player after you have collected 100 coins.
* Invincibility : Makes the character invincible for 15 seconds.





VI. ENEMIES

* Black widow : She doesn't attack others but just moves in some range.
* Scorpion : It has a very hard shell, and its tail can spurt venom.
* Iron Ball : A trap which Crachi lays. It's a 5T iron ball.
* Stone : It falls each time the character appears.
* Poison Wasp : Attacks the character with poison sting.
* Caveman : Slowing reacting. It will be better to attack him from his back.
* Ghost Snake : A dead snake. But its skeleton will be able to attack you.
* Poison Sting.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the federal Communication Commission helpful : HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C.20402, Stock N. 004-000-00345-4

Note:NES® is the abbreviation for Nintendo Entertainment System.

JURASSIC BOY EVALUATION SHEET

NAME:_____ AGE:_____ SEX:_____

ADDRESS:_____

DATE:_____/_____/_____ PHONE # (Optional): ( ) ____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY... 5:TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE... 5:TOO MANY)	1 2 3 4 5

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